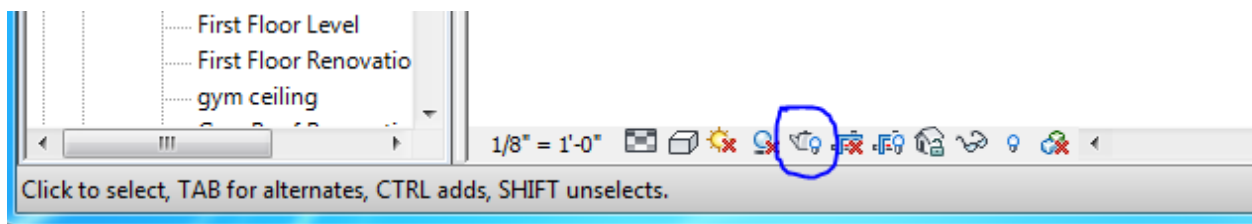


Creating & Editing Fixture Groups in Revit:

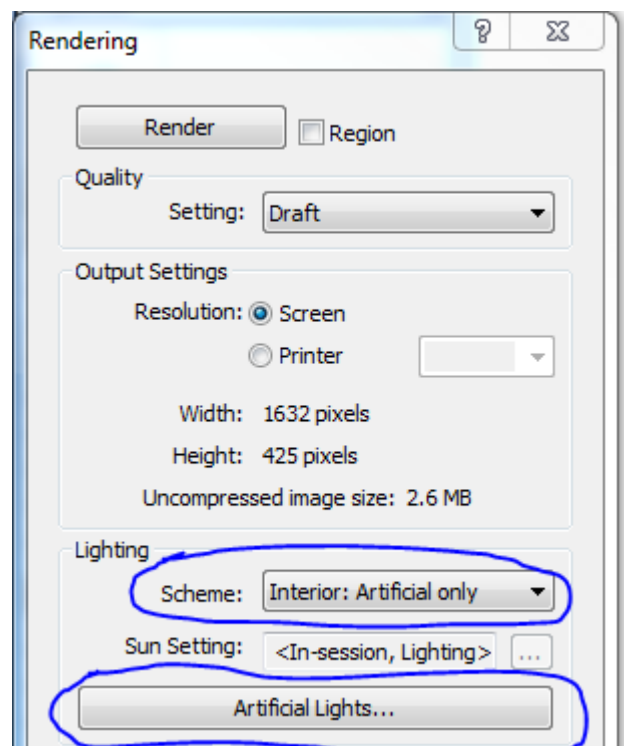
The purpose of this wiki topic is to teach end users how to group their project luminaires into fixture groups that can turn all the photometric revit luminaires within that fixture group on or off simultaneously. This will allow the users to quickly adjust which luminaires they want to be calculated when they create a rendering in Revit instead of having to wait for Revit to calculate every single fixture within the project even if they are not visible in the rendered view.

Note: It is best to group fixtures together as soon as they are placed in a specific area instead of waiting till the completion of the project to separate them into groups all at once.

1. Go to any 3D project view in Revit.
2. On the very bottom ribbon beneath the 3D image, click on the icon labeled *show rendering dialog*.



3. In the lighting section of the window that appears, edit the scheme to any scheme that includes artificial lights.
4. In the lighting section of the same window, select the button labeled *Artificial Lights...*



5. In the window that appears on the right side under the group options section of the window select *new...*
6. Create a name for the light group the user is trying to create and then click *OK*.
7. In the scroll down menu on the left hand side of the window, scroll until the section of ungrouped lights is located.
8. Highlight using the *shift* and *control* keys until all the luminaires that need to go into the new fixture group are selected.
9. Under Fixture Options on the right side of the page select the button labeled *Move to Group*.
10. Scroll down the menu that appears until the appropriate group is selected and then click *OK*.
11. All the grouped luminaires can now be easily turned on or off in the Artificial Lights Rendering Tab.

